

L Number	Hits	Search Text	DB	Time stamp
1	0	6634949.pn. and (attribut\$5 with (descrip\$9 describ\$6))	USPAT	2004/02/23 10:21
2	1	6634949.pn. and (attribut\$5)	USPAT	2004/02/23 10:28
3	1	6634949.pn. and (output\$5 display\$5)	USPAT	2004/02/23 10:34
-	0	6448980.pn. and profile\$5	USPAT	2004/02/20 15:40
-	6973	profile\$5 with present\$9	USPAT	2004/02/20 15:41
-	556	profile\$5 with presentation\$9	USPAT	2004/02/20 15:41
-	1	profile\$5 with presentation\$9 with survey\$5	USPAT	2004/02/20 15:42
-	558	profile\$5 with survey\$5	USPAT	2004/02/20 15:46
-	192	(character? with navigat\$9)	USPAT	2004/02/20 15:49
-	15	((character? with navigat\$9)) and (707/\$ 709/\$ 705/\$).ccls.	USPAT	2004/02/20 15:47
-	5	(character\$6 with (alter adj ego))	USPAT	2004/02/20 16:01
-	28	character\$6 and (alter adj ego)	USPAT	2004/02/20 16:03
-	1	(character\$6 with navigat\$9) and (alter adj ego)	USPAT	2004/02/20 16:09
-	1	(creat\$6 navigat\$6) with (alter adj ego)	USPAT	2004/02/20 16:10
-	29	(alter adj ego)	USPAT	2004/02/20 17:02
-	2	(("6157913") or ("20020069220")).PN.	USPAT; US-PPGPUB	2004/02/23 10:20
-	1	game\$3 with (charater\$9)	USPAT	2004/02/20 17:19



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Results 1 - 17 of 17 short listing

- 1 AgentSalon: facilitating face-to-face knowledge exchange through conversations 80

among personal agents

Yasuyuki Sumi , Kenji Mase

Proceedings of the fifth international conference on Autonomous agents May 2001

This paper presents a system called AgentSalon, which facilitates face-to-face knowledge exchange and discussion by people having shared interests, in museums, schools, offices, academic conferences, etc. This system was designed as a sub-system of our ongoing project to construct a personal agent system for tour guidance and knowledge sharing among users. AgentSalon has a big screen for two to five users. The screen shows conversations among animated agents belonging to the users. The pers ...

- 2 Creation of interactive media content by the reuse of images 80

Tsutomu Miyasato

Proceedings of the eleventh ACM on Hypertext and hypermedia May 2000

- 3 What's that character doing in your interface? 80

Abbe Don

Proceedings of the third ACM international conference on Multimedia January 1995

- 4 Panels: Animating art history: building a bridge between disciplines 77

LiQin Tan , Roberta K. Tarbell , Robert Wulife

Educators program from the 30th annual conference on Computer graphics and interactive techniques July 2003

The study of art history is an exciting and rewarding one, but one in which the student frequently encounters complex and difficult to understand concepts. Traditional methodologies for educators presenting these ideas to students have included slides, lectures, textbooks and videos of static works of art. In our technologically driven and media-saturated society, though, high school and early college students in introductory art history courses respond more positively to today's multimedia peda ...

- 5 Artists in multimedia: creating meaningful roles 77

Rich Gold , Char Davies , Michael Naimark , Mark Petrakis , Stephen Wilson , Sara Roberts

Proceedings of the second ACM international conference on Multimedia October 1994

6 The International Computers Ltd. ICL2900 computer architecture

77

 R. W. Doran**ACM SIGARCH Computer Architecture News** September 1975

Volume 4 Issue 3

The ICL2900 hardware architecture is compared with that of the B6700/B7700. The two systems are based on similar principles and are similar in overall design. However, although the ICL2900 postdates the B6700 by seven years, the machines have independent origins and differ in many important details.

7 Supporting awareness of shared interests and experiences in community

77

 Yasuyuki Sumi , Kenji Mase**ACM SIGGROUP Bulletin** December 2000

Volume 21 Issue 3

In this paper, we propose a notion of facilitating encounters and knowledge sharing among people having shared interests and experiences in museums, conferences, etc. In order to show our approach and current status, this paper presents our project to build a communityware system situated in real-world contexts. The aims of the project are to build a tour guidance system personalized according to its user's individual contexts, and to facilitate knowledge communications among communities by matc ...

8 Designing Ubiquitous Computing Games – A Report from a Workshop Exploring

77

 Ubiquitous Computing Entertainment

Staffan Björk , Jussi Holopainen , Peter Ljungstrand , Karl-Petter Åkesson

Personal and Ubiquitous Computing January 2002

Volume 6 Issue 5-6

We report from a Research Atelier that explored how ubiquitous computing could be applied to fun and entertainment. The Atelier lasted for five days, starting with two days of scenario development and brainstorming activities. This led to three fairly concrete – though very different – game ideas. The background and motivation for the Atelier is described, as well as the method used and the games developed.

9 Linux system administration: a user's guide

77

 Marcel Gagné**Linux Journal** December 2001

Volume 2001 Issue 92

A little advice on passwords from the chef.

10 Software engineering for mobility: a roadmap

77

 Gruia-Catalin Roman , Gian Pietro Picco , Amy L. Murphy**Proceedings of the conference on The future of Software engineering** May 2000**11 Viewpoint**

77

 Paul Saffo**Communications of the ACM** June 1989

Volume 32 Issue 6

12 Theater, movie with A-life—Romeo & Juliet in Hades as A-life based cinema

77

 Naoko Tosa**Proceedings of the sixth ACM international conference on Multimedia: Technologies for interactive movies** September 1998**13 Personal computer adventure games: their structure, principles, and applicability for**

77

A training

Edward Ju , Christian Wagner
ACM SIGMIS Database April 1997
 Volume 28 Issue 2

Personal computer adventure games, in which the player assumes the role of a fantasy character to pursue an adventure, have enjoyed enormous popularity and commercial success. Beyond their entertainment value, these games also have an educational value, training users to become better problem solvers in the game domain and probably beyond. In order to understand better this type of game and determine its potential use for managerial training, we analyzed adventure games with respect to three issu ...

14 The first noble truth of CyberSpace: people are people (even when they MOO)

77

A Diane J. Schiano , Sean White

Proceedings of the SIGCHI conference on Human factors in computing systems January 1998

15 Strategic directions in networks and telecommunications

77

A David Clark , Joseph Pasquale

ACM Computing Surveys (CSUR) December 1996

Volume 28 Issue 4

16 Literacy in virtual reality: a new medium

77

A William R. Sherman , Alan B. Craig

ACM SIGGRAPH Computer Graphics November 1995

Volume 29 Issue 4

Virtual Reality is a new and rapidly developing technology. As a technological extension to computer graphics, and in fact the computer in general, VR is a medium --- a means of communication. Like any medium, the use or "reading" of VR has to be learned. That is, the user becomes literate with the medium. Often, we tend to think of literacy in terms of whether one can read or write words on a page. However, that is just literacy of one medium (the written word). There are many forms of communica ...

17 Development and analysis of a wide area multimedia information system

77

A Martin Hitz , Hannes Werthner

Proceedings of the 1993 ACM/SIGAPP symposium on Applied computing: states of the art and practice March 1993

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